ONLY FOR

HomeRun KING™

EmuMovies

Official Nintendo Seal of Quality

MLB PLAYERS CHOICE

MAJOR LEAGUE BASEBALL

SEGA®

EVERYONE

E

CONTENT RATED BY ESRB

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick
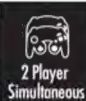
THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

2 Player Simultaneous

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

Memory Card

Thank you for purchasing Home Run KING™. Please note that this software is designed only for use with Nintendo GameCube™. Be sure to read this instruction manual thoroughly before you start playing.

Home Run KING

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HARDWARE SETUP

Home Run KING™ is a one to two player game. Connect the Nintendo GameCube™ Controller to either Controller Socket 1 or 2. The game cannot be controlled by the controller connected to Controller Socket 3 or 4.

USING PROGRESSIVE SCAN TV

This software is compatible with progressive scan video output, using the Component Video Cable (sold separately). Please refer to the instruction manual of Nintendo GameCube™ for the direction on how to connect.

❶ Connect your TV set and Nintendo GameCube™ with Component Video Cable.
❷ Place the Home Run KING™ disc inside the GameCube, close the Disc Cover, and press the POWER Button.
❸ After the Nintendo GameCube™ logo is displayed, press and hold the B Button.
❹ You will be asked whether to display in Progressive Mode. Select "Yes" and the game will be displayed with Progressive Scan output.

Once the Progressive Mode is selected, unless the video cable is changed, the Display Mode Select screen will be displayed each time the power is turned on, without pressing the B Button. Also, depending on the type of television set you are using, the horizontal/vertical ratio of the screen may be changed.

SAVE FILES

Home Run KING™ is a Memory Card compatible game (Nintendo GameCube™ Memory Card sold separately). 34 blocks are needed to save game files.

To use the Memory Card, it must be inserted into Memory Card Slot A. The Memory Card inserted into Memory Card Slot B will not be recognized. When you press the START/PAUSE during the title screen, the game will automatically read the game data from the Memory Card. If no Memory Card was found in the Memory Card Slot A, a warning message will be displayed. Insert the Memory Card and select RETRY, or continue without the game being saved.

Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the game data is being saved or loaded.

BEFORE THE PITCH
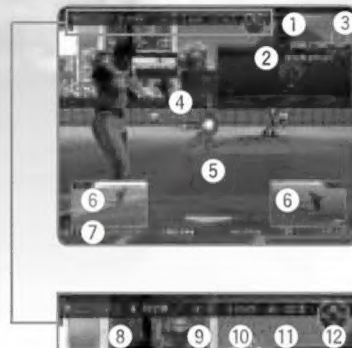
❶ Field Map (indicates the position of all players on the field).
❷ Fielding Position.
❸ Wind direction and speed.
❹ Strike zone.
❺ Pitch Type Selector (p.7)
❻ Runner(s) on base (Since both 1st and 3rd base are off the screen, these windows will be displayed whenever there is a runner on the respective base).
❼ Points earned (1P's, highest record, 2P's). For **EXHIBITION** and **QUICK START** modes only.
❽ Current score of the ballgame.
❾ Current ball count.
❿ Current out count.
⓫ Current inning (▲ indicates the top of the inning; ▼ the bottom).
⓬ Current runners on base (bases occupied by runners will be lit).

WHEN THE PITCHER PITCHES

⓭ Batting Cursor (p.9)　　⓮ Timing Gauge (p.7)

HOW TO PLAY

NINTENDO GAMECUBE™ CONTROLLER

- L BUTTON
- CONTROL STICK
- + CONTROL PAD
- START/PAUSE
- R BUTTON
- Z BUTTON
- Y BUTTON
- X BUTTON
- A BUTTON
- B BUTTON
- C STICK

MENU CONTROLS

Control Stick	
+ Control Pad	Select menu item
C Stick	
START/PAUSE	Enter selection
A Button	
B Button	Return to previous screen

On the circular menu screen, use either the Control Stick, + Control Pad or C Stick to select from available menu items. Press either the Start/Pause or the A Button to enter your selection. Press the B Button to return to the previous screen.
Note: With some menu screens, you can use the L/R Buttons to select the menu item, rotating through the selections in a counterclockwise/clockwise direction.

CHANGING PARAMETERS

Control Stick	
+ Control Pad	↑↓: Select option item
C Stick	←→: Change settings
START/PAUSE	Enter selection
A Button	Enter selection (excluding the Options menu)
B Button	Cancel

When changing the game settings, use either the Control Stick, + Control Pad or C Stick ↑↓ to select the option items (if any) and ←→ to change settings.

PITCHING

Control Stick	Select the type of pitch/aim/select base to pick off
+ Control Pad	Select base to pick off
A Button	Throw a normal pitch
B Button	Pick-off throw
X Button	Throw a slow pitch
Y Button	Throw a fast pitch
L Button	Shift infield position
R Button	Shift outfield position

How to Pitch

First, you must select the type of pitch to throw. A Pitch Type Selector will be displayed inside the strike zone. The directions on the bar on the Pitch Type Selector indicate the types of pitches the pitcher can throw (the diagram to the right is for right-handed pitchers; for left-handed pitchers, left and right are reversed), and the length of each graph indicates its effectiveness. Press the Control Stick in the direction of the bar to select the type of pitch.

FASTBALL
SCREWBALL   SLIDER
SINKER   CURVE
CHANGE-UP,
FORKBALL, ETC.

PITCH TYPE SELECTOR

Next, press the A, X or Y Button to begin the pitching delivery. The Pitch Type Selector will be replaced by the Batting Cursor and the Timing Gauge will appear next to the pitcher. Press the A, X or Y Button at the right moment for better control, velocity and movement on the ball. Use the Control Stick to select the location of the pitch, just before releasing the ball.

TIMING GAUGE

Picking Off the Runner

After the pitcher comes set (after you have selected the type of pitch to throw), press the B Button simultaneously and the Control Stick to the selected base (p.8) to pick-off base runners.

Once the pitch has been made, if a base runner attempts to steal a base, you can control the catcher and throw the ball similar to any fielder (see FIELDING on p.8).

Shifting Fielding Positions

Before throwing a pitch, you can order the fielders to shift their fielding positions. Press the L Button to shift the infielders, and R Button to shift the outfielders. The selected fielding position will be displayed briefly inside the Field Map.

FIELDING

Control Stick	Move the fielder; select a destination base
+ Control Pad	Select a destination base
A Button	Make a super play; throw the ball to selected base
B Button	Change the fielder to control; run to selected base

If the ball is hit, use the Control Stick to chase after the ball. Press the B Button to change the fielder to control if you feel that another fielder is in a better position to catch the ball. You can also press the A Button to make a super play, such as diving for the ball.
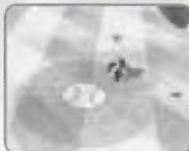
When the ball is hit into the air, a ball icon will be displayed on the ground to indicate where it will land. Use this as a guide to chase and catch fly balls or line drives.

When the fielder has the ball, select the destination base and press the A Button to throw the ball, or press the B Button to run towards the selected base. You can also simply use the Control Stick to move the fielder with the ball in any direction.

SELECTING A DESTINATION BASE

Whether you're fielding or running the bases, you will need to select a base to make the next play. Use the Control Stick/+ Control Pad to select the base (pressing simultaneously with the appropriate button for your action). The diagram to the right shows the direction of the Control Stick/+ Control Pad and the corresponding bases. If you're fielding the ball, you will either throw the ball to or run towards the destination base. If you're running the bases, you will order the base runner to advance to or return to the destination base.

BATTING AND BUNTING

Control Stick	Move the batting cursor
A Button	Normal swing
B Button	Bunt (release to cancel bunt)
X Button	Contact swing
Y Button	Power swing

Batting
You can predict the type of pitch the pitcher may throw by selecting from the Pitch Type Selector, just as if you were pitching.

When the pitcher releases the ball, a batting cursor, with a shape reflecting the pitch you predicted, appears. Use the Control Stick to move the batting cursor to where the ball is being pitched and press the A, X or Y Button to hit the ball. (A for normal swing, X to make contact, Y to hit with power).

Batting Cursor

Bunting
As soon as the pitcher starts his delivery, press and hold the B Button to show bunt. As the pitcher releases the ball, use the Control Stick to move the Batting Cursor to where the ball is being pitched. You can cancel the bunt by releasing the B Button.

BATTING CURSOR

When you swing the bat, if the ball is within the area of the Batting Cursor, you will hit the ball. The pitcher has different kinds of pitches, and the batter must swing the bat in a manner that is suited for specific pitches. When you predict the pitch, the Batting Cursor changes shape for a better chance of hitting the predicted type of pitch.

If the predicted pitch is correct, the color of the Batting Cursor turns red. If you're the batter, this is your big chance. If you're the pitcher, look out!

Batting Cursor
(expecting curve ball)

BASE RUNNING

Control Stick + Control Pad	Select a destination base (p.8)
L Button	Increase the lead; click all the way to steal/advance
R Button	Decrease the lead; click all the way to return to base

Stealing
While you're at bat, you can order the base runner (if any) to increase/decrease his lead or steal. Use the + Control Pad to select the base runner, and press the L Button (but not all the way in) to increase his lead. Likewise, press the R Button to decrease his lead. As soon as the pitcher starts his delivery, click the L Button all the way to attempt a steal.

Base Running
After the batter hits the ball, the base runner automatically runs the bases. You can also order the base runner to advance or return to a base manually. Select a destination base and press the L Button to advance the runner, or the R Button to return the runner. If no base is selected, all runners will advance or return.

REPLAY CONTROLS

Control Stick + Control Pad	Move the camera (cursor)
C Stick	Rotate the camera around cursor
A Button	Play/Pause the replay
L Button	Rewind replay
R Button	Fast forward replay
X Button	Zoom the camera in
Y Button	Zoom the camera out
START/PAUSE	End replay and resume game

During the Manual Replay, you can manually pause and move the camera. Use the Control Stick/+ Control Pad to move the camera (cursor—center of attention), C Stick to rotate the camera around the cursor, and X/Y Button to zoom the camera in/out. Press the A Button to play the replay (press again to pause replay), L Button to rewind replay, and R Button to fast forward replay. When you are done with the replay, press START/PAUSE. Note also that when you move the cursor close to any man (player or umpire) or even to the ball on the field, the camera will lock onto him/it, following his/its actions during the play.

PAUSING THE GAME

| START/PAUSE | Pause the game and open the Pause Menu |

During the game, press START/PAUSE to pause the game. You have the option to QUIT GAME or to CANCEL (resume the game). You can also resume the game by pressing START/PAUSE again. During the Pitching/Batting screen, however, you have additional functions in the Pause Menu. Depending on the situation, some menu items may be disabled.

CHANGE PLAYER . . Send in a pinch hitter/runner, relief pitcher, or make other defensive changes.
CAMERA . . . . Change the camera position during the pitching/batting screen. (FRONT, INTERMEDIATE, OBLIQUE, BACK)
Note: BACK is available only with CPU vs CPU game.
POSITION CHANGE Switch fielding positions of the players.
RUMBLE FEATURE . . Enable or disable the rumble feature. (ON, OFF)
OPTIONS . . . . Change miscellaneous game settings. A separate window with the following menu items will open.
 WIND . . . . Enable or disable wind. (ON, OFF)
 ERROR . . . . Enable or disable errors. (ON, OFF)
 AUTO REPLAY . . . Enable or disable automatic replays. (ON, OFF)
 PLAYING AID . . . . Enable or disable aids to the control. (ON, OFF)
MANUAL REPLAY . . Manually replay the last play. See previous page for controls.
QUIT GAME . . . . Quit the current game and return to the Main Menu.
CANCEL . . . . Resume the game.

SELECTING PLAYERS

Control Stick + Control Pad	Select player (from the left list)
C Stick	Select player (from the right list)
A Button	Enter selection
B Button	Cancel selection

Use the Control Stick/+ Control Pad ↑↓ to select a player from the list. Except for the **SEASON** and **PLAYOFFS** modes, if there are two lists displayed on the screen, use the Control Stick/+ Control Pad for the left list (road team), and the C Stick for the right list (home team).

See next page for various situations during the ballgame where you are required to make player selections.

SELECTING STARTING LINEUPS

Before the actual ballgame starts, you will be asked to set the Starting Lineup, beginning with the Starting Pitcher. Use either the Control Stick or the + Control Pad to select the Starting Pitcher of the road (left) team, C Stick to select the Starting Pitcher of the home (right) team, and press the A Button.

Next, you will be asked to select the Starting Lineup. Select a player and press the A Button to highlight his name. Select another player from the Starting Lineup to switch the batting order between the two, or select a player from the reserve list to replace a player. Select OK to start the ballgame.

Note: The batting order of the pitcher can be changed, but he cannot be replaced by a player from the reserve list.

CHANGE PLAYER

Select this option from the Pause Menu during the ballgame. You can substitute a pinch hitter/runner if you're batting, or make a defensive change if you're in the field. When selected, a diamond with players you can change will be displayed (batter and base runners if you're batting; pitcher and fielders if you're in the field). Select the player to change and press the A Button. A list of reserve players will be displayed. Select the player to substitute and press the A Button to make the switch.

Note: The pitcher must face at least one batter before he can be relieved. Once the pitcher is changed, the new pitcher cannot be replaced until either the batter he is facing is retired or gets on base, or you pick the runner off to end the inning.

POSITION CHANGE

Select this from the Pause Menu during the ballgame. You can change the positions of the fielders (except the pitcher). When the diagram of the playing field is displayed, select a player to highlight his name. Select another player to switch positions between the two.

STAMINA METER

A green gauge displayed under each player's name indicates his stamina. If the gauge is full, he is very effective. If the gauge is short, he is getting tired and losing his effectiveness. Pay attention to the Stamina Meter when you select any player(s).
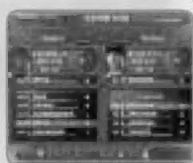
Play an Exhibition game against the CPU, or against another player.

SETTINGS—EXHIBITION MODE

When you select the **EXHIBITION** mode, the Settings screen will be displayed. Select the menu item and make appropriate changes for each setting. Select PLAY when you are ready to play.

TEAM	Select two teams out of 30 Major League teams and American League/National League All-Star teams to play in the game. Use the C Stick to select the home team, and the Control Stick/+ Control Pad to select the road team.
INNINGS	Change the number of innings to be played in the game. The game will go into extra innings if the score is tied after the selected number of innings. (1~9)
BALLPARK	Select the ballpark to be played in.
WEATHER	Change the weather conditions for the game. (FINE, CLOUDY, RAIN, RANDOM)
DIFFICULTY	Change the game difficulty level. (AMATEUR, ROOKIE, VETERAN, ALL-STAR, LEGEND)
TIME	Change the time of day for the game. (DAY, DUSK, NIGHT, RANDOM)
OPTIONS	Change miscellaneous game settings. A separate window with the following menu items will open.
AUTO REPLAY	Enable or disable automatic replays. (ON, OFF)
WIND	Enable or disable wind. (ON, OFF)
CAMERA	Change the camera position during the pitching/batting screen. (FRONT, INTERMEDIATE, OBLIQUE)
RUMBLE FEATURE	Enable or disable the rumble feature. (ON, OFF)
ERROR	Enable or disable the errors in the game. (ON, OFF)
INJURY	Enable or disable the injuries to the players. (ON, OFF)
STAMINA METER	Manually adjust the Stamina Meter. (FIXED, RANDOM)
PLAYING AID	Enable or disable aids to the control. (ON, OFF)
PLAY	Start the game.

After you select PLAY, you will be asked to select the Starting Lineup for both teams (right list: home team; left list: road team). Follow the guide described on the previous page to set the Starting Lineups of both teams.
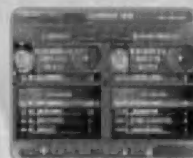
QUICK START

If you select **QUICK START** mode, you cannot change any settings. The default parameters set in **OPTIONS** (p.29) will be used, and the CPU will randomly select two teams for play.
Note: Although the teams are selected randomly, the same team will not be selected for both 1P and 2P sides. Also, All-Star teams will not be selected.

The game will be played in the home team's ballpark. If the home team is from the American League, the Designated Hitter rule will be in effect. Conversely, if the home team is from the National League, the pitchers will hit. The ace of the pitching staff will automatically be selected as the starting pitcher, and the teams' default lineups will be selected automatically.

SELECT THE TEAM TO CONTROL

Select the team you are going to control. For each Nintendo GameCube™ Controller, use the Control Stick/+ Control Pad/C Stick ←→ to move the controller icon to select a team: home team (right) or road team (left). Note that both players cannot select the same team. The team not selected will be controlled by the CPU. If no team is selected, the CPU will play against another CPU opponent.

When everything is set, press either START/PAUSE or the A Button to play ball.

EVALUATION OF YOUR PERFORMANCE

At the end of the game, your performance in the game is evaluated, and you are given points based on the evaluation. If your points are either among the top 10 or the best ever using the selected team, you can enter your initials on the Records Screen.
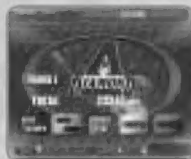
In **SEASON** Mode, you will choose one of the 30 Major League teams and play through an entire season with a chance to take your team to the playoffs and, ultimately, the World Series®. In **PLAYOFFS** Mode, you will only play the Playoffs. The flows of both modes are similar, so they will be explained together here.

STARTING THE MODE

When the Menu screen of the **SEASON/PLAYOFFS** mode is displayed, select NEW SEASON/NEW PLAYOFFS to start from the beginning, CONTINUE to load the previously saved data and resume play, RECORDS to view Champion Rings you collected (see Champion Rings of RECORDS in **OPTIONS**, p.31), or EXIT to return to the Main Menu screen.

SETTINGS

If NEW SEASON/NEW PLAYOFFS is selected, you will then set up the game settings. Select PLAY when you are ready.

SELECTING A TEAM

Selection of the team to be used differs between the two modes. In **SEASON** mode, the team is selected by selecting TEAM from the Settings menu. With **PLAYOFFS** mode, however, the team is selected after you select PLAY from the Settings menu.

In **PLAYOFFS** mode, after you select PLAY, the game will start the simulation of the regular season, picking the Division Champions and the Wild Card Teams (8 teams in all). Next, a Playoff Tree will be displayed. If you are starting with the League Championship Series, the game will also simulate the Division Series, narrowing the selections to 4 teams. Likewise, if you are playing the World Series® only, the game will then simulate the League Championship Series. As soon as all simulations are completed, select the team to use from the available selections.

TEAM .... For **SEASON** Mode only. Select the team to use (p.15).
START SELECT ..... For **PLAYOFFS** Mode only. Select where to start the Playoffs. (FROM DIVISION SERIES, FROM LEAGUE CHAMPIONSHIP SERIES, ONLY WORLD SERIES®)
INNINGS .... Change the number of innings to be played in the game. The game will go into extra innings if the score is tied after the selected number of innings. (1~9)
INJURY .... Enable or disable the injuries to the players. (ON, OFF)
NO. OF GAMES ... Select the number of games in a Season/Playoffs. (**SEASON** Mode: 13/15, 26/30, 58, 110, 162) (**PLAYOFFS** Mode: 1-1-1, 1-3-3, 3-5-5, 5-7-7)
Note: In SEASON Mode, the numbers 13 and 26 on the selections 13/15 and 26/30 indicates the number of games played for the American League teams, and the numbers 15 and 30 indicates the number of games for the National League teams. Also when either 13/15 or 26/30 is selected for the number of games, neither the All-Star Game™ nor Interleague games will be played. For PLAYOFFS Mode, the numbers, from left, indicate the number of games for DIVISION SERIES, LEAGUE CHAMPIONSHIP SERIES and WORLD SERIES®.
DIFFICULTY .... Change the game difficulty level. (AMATEUR, ROOKIE, VETERAN, ALL-STAR, LEGEND)
ALL-STAR BREAK .. For **SEASON** Mode only. Enable or disable the All-Star Game™ during the season. (ON/OFF)
Note: This option will be disabled if either 13/15 or 26/30 is selected for the number of games in a season.
OPTIONS .... Change miscellaneous game settings. A separate window with the following menu items will open.
AUTO REPLAY ... Enable or disable automatic replays. (ON, OFF)
CAMERA .... Change the camera position during the pitching/batting screen. (FRONT, INTERMEDIATE, OBLIQUE)
RUMBLE FEATURE Enable or disable the rumble feature. (ON, OFF)
ERROR .... Enable or disable errors. (ON, OFF)
PLAYING AID .... Enable or disable aids to the control. (ON, OFF)
PLAY .... Start the game.

DURING THE SEASON/PLAYOFFS

During the **SEASON/PLAYOFFS** mode, a calendar of the current month is displayed at the upper right of the screen with a list of American League games scheduled for the day displayed at the lower left and a list of National League games scheduled displayed at the lower right. If your team is scheduled to play on this day, it will be displayed at the upper left of the screen. A menu of commands is displayed at the lower center of the screen. Use the Control Stick/+ Control Pad ↑↓ to select the menu item, and press either START/PAUSE or the A Button to enter.

PLAY BALL

Select to manually play today's game.

Note: If your team is not scheduled to play on this date, this selection is dimmed and disabled.
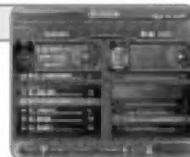
SIMULATE

Select to have the CPU play all scheduled games for the day.

If your team is scheduled to play, the result of your team's game will be displayed.

Select Result of Other Games to view scores of other games played on this day (this will be displayed automatically if your team did not play on this day).
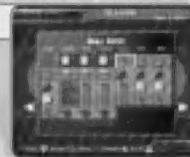
Select Next to advance to next day's game.

SCHEDULE

Select to view the schedule for your team. A calendar of the current month will be displayed. With **SEASON** mode, press the L/R Button to view the schedule of the previous/next month.

STATS (SEASON MODE)

You can view various statistics for the season. Use the Control Stick/+ Control Pad to select the statistics you wish to view, and press either START/PAUSE or the A Button to display the statistics.
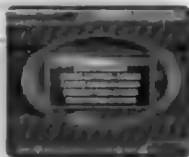
STANDINGS

By default, the standings of the division to which your team belongs will be displayed. You can view the standings of a different division/league, or where your team stands within all of MLB by pressing the L/R Button. Use the Control Stick/+ Control Pad ⬅➡ to select the category and press the Y Button to sort in the selected category from top to bottom (press again to sort from bottom to top). You can also change the team to view Team Standings/Team Leaders by selecting with ⬆⬇ and pressing the A Button.

TEAM STANDINGS

You can view your team's (or the team selected in STANDINGS) record and performance against opponents. You can also view the record of other teams by pressing the L/R Button.
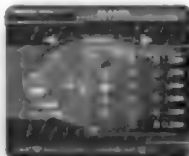
LEAGUE BATTING/PITCHING LEADERS

Displays the list of leaders in individual statistics, for batting and pitching, in each league. Press the L/R Button to switch between leagues.
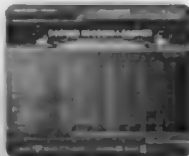
In each statistic screen, use ⬆⬇ to scroll through the players on the list. Players belonging to the team selected will be highlighted. Use ⬅➡ to select the category, and press the Y Button to sort in the selected category from top to bottom (press again to sort from bottom to top).

TEAM BATTING/PITCHING LEADERS

Displays the individual statistics, batting and pitching, of the players on your team (or the team selected in STANDINGS).
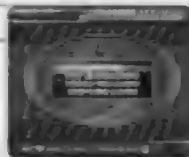
In each statistic screen, use ⬆⬇ to scroll through the players on the list. The players belonging to the team selected will be highlighted. Use ⬅➡ to select the category, and press the Y Button to sort in the selected category from top to bottom (press again to sort from bottom to top).

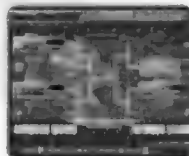Press the L/R Button to view the statistics of other teams.

STATS (PLAYOFFS MODE)

The Stats in the PLAYOFFS mode differ from the SEASON mode in that there are no Standings. You can view the Playoff Tree, Post-Season Leaders and Team Batting/Pitching Leaders.
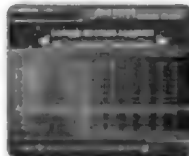
PLAYOFF TREE

Displays the progress of the playoffs.

POST-SEASON LEADERS

Displays the list of leaders in individual statistics, for batting or pitching, during the playoffs. Press the L/R Button to switch between the categories.

In each statistic screen, use ⬆⬇ to scroll through the players on the list. The players belonging to the team selected will be highlighted. Use ⬅➡ to select the category, and press the Y Button to sort in the selected category from top to bottom (press again to sort from bottom to top).

TEAM BATTING/PITCHING LEADERS

Displays individual statistics, for batting and pitching, of the players on your team.

In each statistic screen, use ⬆⬇ to scroll through the players on the list. The players belonging to the team selected will be highlighted. Use ⬅➡ to select the category, and press the Y Button to sort in the selected category from top to bottom (press again to sort from bottom to top).

Press the L/R Button to view the statistics of other teams.

OPTIONS

Select to modify some of the Options settings.

CAMERA . . . . Change the camera position during the pitching/batting screen. (FRONT, INTERMEDIATE, OBLIQUE)
RUMBLE FEATURE Enable or disable the rumble feature. (ON, OFF)
AUTO REPLAY . . . Enable or disable automatic replays. (ON, OFF)
ERROR . . . . Enable or disable errors. (ON, OFF)
PLAYING AID . . . . Enable or disable aids to the control. (ON, OFF)
BACK . . . . Return to the previous screen with changes.

SAVE SEASON (SEASON MODE)/SAVE (PLAYOFFS MODE)

Select to save the current game onto your Nintendo GameCube™ Memory Card.

QUIT

Select to quit and return to the Main Menu screen. You will be prompted whether to save the current game or not.

THE ROAD TO THE SERIES

Your basic routine in the SEASON and PLAYOFFS modes is to advance the days by selecting either PLAY BALL or SIMULATE.

At the end of the season, if you qualified for the Playoffs as a Division Champion or a Wild Card team, your game will continue through PLAYOFFS mode.

Your game will be over if you fail to qualify for the Playoffs, or lose a series in the Playoffs.

Play against other people or the CPU in Home Run Derby™, using your favorite players.

✱ Although up to 20 players can play in this mode, only the Controllers connected to Controller Sockets 1 and 2 can be used, and each player takes turns to play.

STARTING THE MODE

After selecting HOME RUN DERBY™ mode in the Main Menu screen, select HOME RUN DERBY™ to advance to the Settings screen. Select RECORDS to view HOME RUN DERBY™ records (see HOME RUN DERBY™ RECORDS in OPTIONS, p.31).
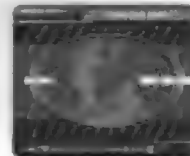
SETTINGS

You can change the settings of the game for HOME RUN DERBY™ before you select PLAY.

No.of BATTERS . . . . Select the number of batters participating. (2, 4, 6, 8, 10, 12, 14, 16, 18, 20)
OUTS/ROUND . . . . . Select the number of outs (misses) allowed in a round. (1, 5, 10, 15, 20)
BALLPARK . . . . Select the ballpark to play HOME RUN DERBY™ in.
WEATHER . . . . Change the weather conditions for the game. (FINE, CLOUDY, RAIN, RANDOM)
DIFFICULTY . . . . Change the game difficulty level. (AMATEUR, ROOKIE, VETERAN, ALL-STAR, LEGEND)
TIME . . . . Change the time of day for the game. (DAY, DUSK, NIGHT, RANDOM)
OPTIONS . . . . Change miscellaneous game settings. A separate window with the following menu items will open.
　PITCHER THROW　Select which hand the pitcher throws with. (LEFT, RIGHT)
　WIND . . . . Enable or disable the wind during the game. (ON, OFF)
　CAMERA . . . . Change the camera position during the pitching/batting screen. (FRONT, INTERMEDIATE, OBLIQUE)
　RUMBLE FEATURE Enable or disable the rumble feature. (ON, OFF)
　PLAYING AID . . . . Enable or disable Batting Aid. (ON, OFF)
PLAY . . . . Start the game.

SELECTING PLAYERS

In **HOME RUN DERBY™**, the same number of players from each league will be selected (i.e. 5 from each when 10 batters are selected in the settings). Two lists of pre-selected players (one for each league) in the actual batting order will be displayed. Select two players to switch their batting order.
Note: If **HOME RUN DERBY™** is held in the stadium of the AL team, the list of AL players will be displayed on the right side and the NL players on the left, and vice versa if it is held in the stadium of the NL team.

If you wish to use a player who is not on the list, first select the player you wish to replace. A menu item "OTHER TEAM" will be added to the list. Select OTHER TEAM, and a list of Major League teams from the selected league will be displayed. Use the Control Stick/+ Control Pad (for the left list and the C Stick for the right list) ⬅➡ to select the team, ⬆⬇ to select the player to use, and press the A Button to replace. Press START/PAUSE to advance.

Next, select a batter to be controlled by each controller (i.e., 1P side, CPU, or 2P side).

Press START/PAUSE to begin **HOME RUN DERBY™**.

RULES

The game is played in three rounds (depending on the number of batters, the game may start from the Semi-Final or the Championship Round). Each batter continues to hit the ball until he makes the pre-selected number of outs (misses).

On each batter's turn, select ADVANCE to hit the ball yourself (or CPU if it was assigned for the current batter). Select SIMULATE to let the CPU simulate the turn without the batting scene. Select QUIT to end the game without finishing.

While waiting for the pitch, press the R Button to display a Stadium Map with information on the location (and the distance) of each home run hit by the current batter of the current round. Press the A Button to advance to the next location, B Button to retreat to previous location, and L Button to view the map of other rounds. Press the R Button again to resume **HOME RUN DERBY™**.
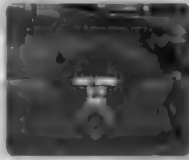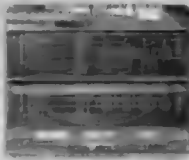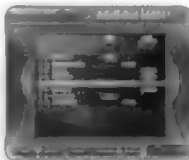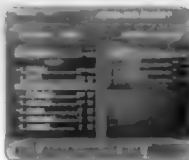
FIRST ROUND

The selected batters will compete against their rivals. Four hitters (regardless of League affiliation) with the highest number of home runs advance to the Semi-Finals.
Tiebreaker
Should there be a tie among the players for advancement to the Semi-Finals, the following tie-breakers will be used:
•Player with the most home runs in the 2001 season.
•Player with the longest distance in the First Round.

SEMI-FINALS

Four players will be seeded in the order of number of home runs hit in the First Round. The third-seeded player faces the second-seeded player (and fourth-seeded against top-seed) head-to-head in the Semi-Final Round. Players with the most home runs in each Semi-Final battle advance to the Championship Round.

Tiebreaker
•Player with the most home runs in the First Round.
•Player with the most home runs in the 2001 season.
•Player with the longest distance in both rounds.

THE CHAMPIONSHIP ROUND

Two players will battle head-to-head. The player with the most home runs in the Championship Round is declared the winner.

HOME RUN DERBY™ Showdown
If both players hit the same number of home runs, **HOME RUN DERBY™** Showdown will be played, with the following rules:
•Each player gets one swing.
•If one hits a home run and the other makes an out, the game is over.
•If both hit home runs, or both make outs, the above process will continue until the winner is decided.
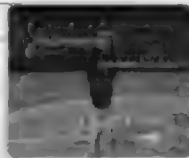
RECORDS

After winning **HOME RUN DERBY™**, if your total number of home runs (or distance) is among the top ten, you can enter your initials. You can view it by selecting RECORDS in the **HOME RUN DERBY™** menu. The records are recorded separately for the number of outs. See RECORDS in **OPTIONS** (p.31) for details.
Note: You must win **HOME RUN DERBY™** to be eligible for the name entry.

CUSTOMIZE

You can choose your own All-Star team, edit teams, and trade players between teams.

ALL-STAR EDIT

When All-Star Edit is selected, two lists of players will be displayed: the left list are the members of either the AL or NL All-Star teams, and the right list are the players on teams in the same league. Use the Control Stick/+ Control Pad ⬅➡ to switch between the AL All-Stars and NL All-Stars, and C Stick ⬅➡ to select the teams in the same league.
Note: The team on the right will automatically switch to the team of the corresponding league whenever the All-Star team is switched between AL and NL.

Use the C Stick ⬆⬇ to select the players you would like to have on the All-Star team. Use the Control Stick/+ Control Pad ⬆⬇ to select the player you wish to have replaced, and press the A Button to make the replacement.

Continue the process until you have a team you feel satisfied with. Press the B Button to end All-Star Edit. You will be asked to save the team to the Memory Card.

TRADE

Trading is done exactly the same way you edit the All-Star Team, except that the players selected will be exchanged between two teams. Use the Control Stick/+ Control Pad to select the team and the player on the left list, and C Stick for the team and the player on the right list. Press the A Button to complete the trade.

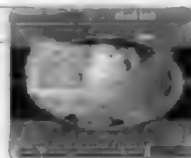When you are done, press the B Button to conclude trading. You will be asked to save the team to the Memory Card.
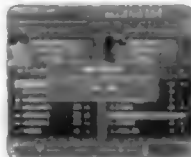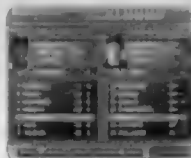
TEAM EDIT

Select Team Edit to customize the roster, the starting lineup and the pitching staff.

TEAM

Select the team you wish to edit. Use the Control Stick/+ Control Pad to select the team. You can select all 30 Major League teams and two All-Star teams.

PITCHING STAFF

You can assign which pitchers will be the Starters, Relievers, and Closers. Select a pitcher and press the A Button to highlight his name. Select a second pitcher and press the A Button to switch places between the two.
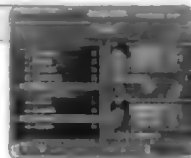
ROSTER CHANGE

There are 25 players (starting lineup and bench players) on your active roster, and 5 non-roster players. To make changes to your active roster select a player and press the A Button to highlight his name. Select a second player, and press the A Button to switch places between the two.

STARTING LINEUP

You can customize the starting lineups and the fielding positions for games against right-handed or left-handed pitchers, as well as games that are played with or without the DH.

Use the L/R Button to change the category. When selecting a batting order, select a player and press the A Button to highlight his name. Select a second player and press the A Button to switch the batting order between the two (if both are already in the Starting Lineup) or make substitutions. When changing fielding positions, select two players in the lineup (except the Starting Pitcher) to switch the fielding positions between the two.

Note: "-STARTER-" indicates that the Starting Pitcher you select before the game will bat at that spot in the batting order. While you can change his place in the batting order, "-STARTER-" cannot be replaced by a reserve player.
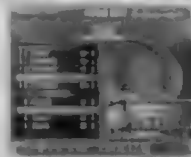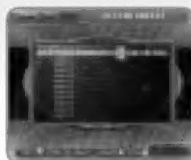
PLAYER CREATE

You can create up to 40 original players to be used in the game.

NAMING YOUR PLAYER

First, use the Control Stick/+ Control Pad ↑↓ to select the player space. If the selected space is empty, a temporary name and parameters will be given. You will be asked whether to edit him or clear his data. Select EDIT to edit his data, CLEAR DATA to erase, or BACK to cancel.

Next, give him a number, first initial, last name (up to 13 letters/spaces) and fielding position. Use the Control Stick/+ Control Pad ←→ to move the cursor and ↑↓ to change numbers/letters/fielding positions. Press the A Button to advance.

HOW THE CREATED PLAYERS ARE USED

When the players are created, they will be added to the Free Agent pool.

Select TRADE in **CUSTOMIZE** Mode (p.24). The list of Free Agents is one of the selections. Select the player you created from the Free Agents list to replace the player on the selected team.

EDITING

You can now edit the player's appearance and attributes. Use the L/R Button to switch the category to edit, the Control Stick/+ Control Pad ↑↓ to select the menu item and ←→ to toggle settings. Select OK in any category to end editing.
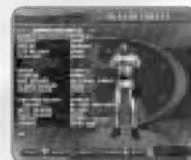
APPEARANCE

You can edit his face, build, and equipment. The selections GLASSES, WRIST BAND and BATTING GLOVE have additional settings, which will be enabled if the setting other than NONE is selected.

FACE . . . . Select from 30 available face types.
BEARD . . . . Select from 3 available beard/moustache types.
BUILD . . . . Select from 5 available body types.
EYE BLACK . . . . Select whether he uses eye black.
GLASSES . . . . Select from 4 available glasses. You can also select the frame and lens color (12 available).
NECK . . . . Select either a normal or turtle neck shirt.
SLEEVE . . . . Select half-sleeve shirt, long-sleeve shirt, or none.
BAT COLOR . . . . Select from 10 available bat colors.
ELBOW GUARD . . . Select whether he wears an elbow guard (from 7 different colors).
WRIST BAND . . . . . . Select whether he wears wrist bands (from 3 different types). You can select from 10 different colors.
BATTING GLOVE . . Select whether he wears a batting glove on one hand, both hands or none. You can select from 16 different color combinations.
MITT/GLOVE . . . . . . Select from 10 different colors/color combinations for his mitt/glove.
SHIN GUARD . . . . . Select whether he wears a shin guard (from 7 different colors).
SOCKS . . . . Select from 5 different styles for how he wears his socks.
SHOES . . . . Select whether he wears low top or high top shoes.

Home Run KING™

Home Run KING™

ATTRIBUTES

You can assign the player's various batting/fielding abilities.

THROWS . . . . Which hand he throws with, left or right.

BATS . . . . Which hand he bats with, left, right or both (switch hitter).

BATTING STANCE . Select how he stands in the batter's box, from the basic stances to unique stances of select major league players. There are 35 available.

The gauges show his abilities. Distribute the parameters until the "remaining" gauge depletes.

contact . . . . How well he hits the ball.

power . . . . His strength when hitting the ball.

speed . . . . How fast he runs the bases.

defense . . . . How well he fields.

arm . . . . His arm strength when throwing the ball.

ATTRIBUTES (PIT)

If you select pitcher, you have additional attributes to assign.

PITCHING FORM . . Select how he pitches the ball, from basic pitching deliveries to unique pitching styles of select major league pitchers. There are 18 available.

The top gauges indicate his pitching abilities. Distribute the parameters until the "remaining" gauge depletes.

speed . . . . How fast he pitches the ball.

control . . . . How well he controls his pitches.

power . . . . How hard he pitches the ball.

breaking pitch . . . How well the ball breaks. The amount affects the bottom gauges.

SELECT STUFF . . . . . Select the type of pitch for ↓ on the Pitch Type Selector (p.7).

The bottom gauges indicate how well he throws each type of pitch. The length of the gauge is reflected on the Pitch Type Selector. Distribute the parameters until the "remaining" gauge depletes.

OPTIONS

You can adjust various settings in Options.

Select SETTINGS to change various game settings, SAVE to save the settings to the Memory Card, LOAD to load the previously saved game settings, and RECORDS to view various records you set in the game.

CHANGING GAME SETTINGS

When SETTINGS is selected, you can change the game settings. The option settings made become the default value when you start the new game in each mode.
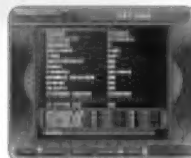
SOUND . . . . Change the sound output of the game. (STEREO, MONAURAL)

DIFFICULTY . . . . . . Change the difficulty level. (AMATEUR, ROOKIE, VETERAN, ALL-STAR, LEGEND)

INNINGS . . . . Change the number of innings to be played in the game. The game will go into extra innings if the score is tied after the selected number of innings. (1~9)

WEATHER . . . . Change the weather conditions for the game. (FINE, CLOUDY, RAIN, RANDOM)

TIME . . . . Change the time of day for the game. (DAY, DUSK, NIGHT, RANDOM)

AUTO REPLAY . . . Enable or disable automatic replays. (ON, OFF)

WIND . . . . Enable or disable wind during the game. (ON, OFF)

CAMERA . . . . Change the camera position during the pitching/batting screen. (FRONT, INTERMEDIATE, OBLIQUE)

RUMBLE FEATURE Enable or disable the rumble feature. (ON, OFF)

ERROR . . . . Enable or disable errors. (ON, OFF)

INJURY . . . . Enable or disable injuries. (ON, OFF)

STAMINA METER . Manually adjust the stamina meter. (FIXED, RANDOM)

PLAYING AID . . . . Enable or disable aids to the control. (ON, OFF)

BACK . . . . Return to the previous screen with changes.

STAMINA METER

You can change the Stamina Meters of the players to RANDOM or FIXED. When FIXED is selected, two gauges will appear on the menu. Select the gauge and use the Control Stick/+ Control Pad to change the value for the road team; use the C Stick to change the value for the home team. The values will be reflected for all players on the team. When RANDOM is selected, the Stamina Meter for each player will be decided randomly.

STAMINA METER AND PLAYING AID

PLAYING AID

You can enable or disable the aid in the game (ON/OFF). When ON is selected, gauges will appear on the menu. You can change the amount of aid for pitching, batting, and fielding separately. Use the Control Stick/+ Control Pad to change the value for player 1; use the C Stick to change the value for player 2.

SAVE/LOAD

Select SAVE to save the Option Settings to the Memory Card, and LOAD to load the settings from the Memory Card.
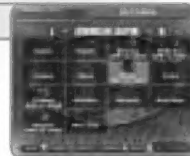
RECORDS

You can view various records you set in the game.

CHAMPION RINGS

You can view the Champion Rings you collected in the past for winning the World Series® in either the **SEASON** or **PLAYOFFS** modes. Press the L/R Button to switch between the leagues. Use the Control Stick/+ Control Pad/C Stick to select a team, and press the A Button or the START/PAUSE to view the ring.

During the close up view of the selected ring, you can rotate the ring with the Control Stick and the C Stick.
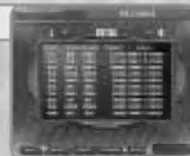
HOME RUN DERBY™ RECORDS

You can view records from **HOME RUN DERBY™**. Press the L/R Button to view different categories.

EXHIBITION RANKING

You can view the record of game points you received in either the **EXHIBITION** or **QUICK START** modes: Overall Top 10 ranks and the highest points using each team. Press the L/R Button to view different categories.

NOTES

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Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

* web site . . . . http://www.sega.com
* e-mail . . . . support@sega.com
* telephone 1-716-650-6701

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